AMENDMENTS TO THE CLAIMS

1.　　　(Currently amended) A game system comprising:

a plurality of game machines; and

a server in communication with said game machines,

each of said game machines capable of playing different kinds of games from each other,

one of each of said game machines or said server comprises a converting device for converting play-information indicating the contents of a user's playing in each game on each of said game machines into points in accordance with the contents of the play-information, the points having a trading value unified though the games,

each of said game machines comprising a first sending device for sending sending-information including identification-information to identify a user and the points when said converting device is mounted on each of said game machines, or including the identification-information and the play-information when said converting device is mounted on said server,

s̲aid server comprising:

a point storage device for storing the points converted by the converting device and the identification-information associating with the points so as to be corresponded with each other;

an updating device for updating the points in the point storage device by adding the points converted by the converting device;

a trading sending device for trading the points stored in the point storage device for any one of a plurality of unique datas, each of which is used uniquely in any one of the games; and

a second sending device for sending the traded unique data to said game machine operated by the user associated with the traded points.

2.　　　(Canceled)

3.   (Original) The game system according to claim 1, wherein said server comprises:

a data storage device for storing user available data that the identification-information and at least one of the plurality of unique datas available to the user are associated with each other; and

a storage control device for, when said server receives a trading request to trade anyone of the plurality of unique datas together with the identification-information, updating the points, corresponding to the received identification-information in said point storage device, to a value obtained by subtracting points corresponding to the unique data to be traded, and

said trading device allows the unique data to be traded to be reflected in the user available data corresponding to the received identification-information in said data storage device.

4.   (Original) The game system according to claim 3, wherein said point storage device further stores authentication information for verifying the user in association with the identification-information and the points; and

said trading device and said storage control device update the points stored in said point storage device and the user available data stored in said data storage device according to the trading request, in the case where the user is authenticated as a proper user based on the authentication information.

5.   (Original) The game system according to claim 3,

wherein, when anyone of designating informations each of which designates anyone of the plurality of unique datas and the identification-information are sent in association with each other from said game machine to said server, when the user available data that the unique data designated by the sent designating information is associated with the sent identification-information is stored in said data storage device, said second sending device sends the designated unique data to said game machine.

6.   (Original) The game system according to claim 5, wherein said data storage device comprises:

a first storage device for storing the plurality of unique datas and the designating informations each of which designates each of the plurality of unique datas so to be associated with each other; and

a second storage device for storing the designating informations, each of which designates the unique data available to the user among the designating informations stored in said first storage device, and the identification-information so as to be associated with each other; and

when said server receives the identification-information from said game machine, said second sending device reads the designating informations stored in association with the received identification-information from said second storage device and sends the read designating informations to said game machine, and, when said server receives a designating information selected among the sent designating informations from said game machine, said second sending device reads the unique data stored in association with the received designating information from said first storage device and sends the read unique data to said game machine.

7.-8.   (Canceled)

9.   (Original) The game system according to claim 3,

wherein the identification-information is an individual identification-information to identify the user for each kind of the games,

said data storage device comprises an individual storage device controlled for each kind of the games, and said individual storage device stores individual available data that the individual identification-information and at least one of the plurality of unique datas available to the user are associated with each other, and

when said server receives a common identification-information issuing request including common identification-information to link the individual identification-informations

corresponding to a same user and the individual identification-informations to be linked,

said storage control device stores the received common identification-information and the

received individual identification-informations so as to be associated with each other in

said point storage device.

10.   (Original) The game system according to claim 9,

        wherein said game machine comprises a readout device for reading out the

individual identification-information from an information storage medium storing anyone of

the individual identification-informations, and said first sending device sends the individual

identification-information read out by said readout device to said server.

11.   (Currently amended) A server for communicating with a plurality of game machines

capable of playing different kinds of games from each other, comprising:

        a converting device for converting play-information indicating the contents of user's

playing in each game on each of said game machines to points in accordance with the

contents of the play-information, the points having a trading value unified though the

games,

        a point storage device for storing identification-information for identifying a user and

the points converted by the converting device so as to be corresponded with each other,

        an updating device for updating the points in the point storage device by adding the

points converted by the converting device;

        a storage control device which, upon reception of the identification-information and

the play-information from said game machine, allows the converted points to be reflected

in the points stored in the point storage device in association with the received

identification-information;

        a trading device for trading the points stored in the point storage device for anyone

of a plurality of unique datas, each of which is used uniquely in anyone of the games; and

        a sending device for sending the traded unique data to said game machines

operated by the user associated with the traded points.

12.   (Canceled)

13.   (Previously presented) The server according to claim 11, comprising:

        a data storage device for storing user available data that identification-information
and at least one of the plurality of the unique datas available to the user are associated
with each other; and

        said storage control device which, upon reception of a trading request to trade
anyone of the plurality of unique datas together with the identification-information, updates
the points, corresponding to the received identification-information in said point storage
device, to a value obtained by subtracting points corresponding to the unique data to be
traded, and

        said trading device allows the unique data to be traded to be reflected in the user
available data corresponding to the received identification-information in said data storage
device.

14.   (Original) The server according to claim 13, wherein when anyone of designating
informations each of which designates anyone of the plurality of unique datas and the
identification-information are sent in association with each other from said game machine
to said server, in the case where the user available data that the unique data designated
by the sent designating information is associated with the sent identification-information is
stored in said data storage device, said sending device sends the designated unique data
to said game machine.

15.   (Original) The server according to claim 14, wherein said data storage device
comprises:

        a first storage device for storing the plurality of unique datas and the designating
informations each of which designates each of the plurality of unique datas so as to be
associated with each other, and a second storage device for storing the designating
informations, each of which designates the unique data available to the user among the

designating informations stored in said first storage device, and the identification-

information so as to be associated with each other, and

upon reception of the identification-information from said game machine, said

sending device reads the designating informations stored in association with the received

identification-information from said second storage device and sends the read designating

informations to said game machine, and, upon reception of a designating information

selected among the sent designating informations from said game machine, said sending

device reads the unique data stored in association with the received designating

information from said first storage device and sends the read unique data to said game

machine.

16-17. (Canceled)

18.   (Previously presented) The server according to claim 13,

wherein the identification-information is an individual identification-information to

identify the user for each kind of the games,

said data storage device comprises an individual storage device controlled for each

kind of the games, and said individual storage device stores individual available data that

the individual identification-information and at least one of the plurality of unique datas

available to the user are associated with each other, and

when said server receives a common identification-information issuing request

including common identification-information to link the individual identification-informations

corresponding to a same user and the individual identification-informations to be linked,

said storage control device stores the received common identification information and the

received individual identification-informations so as to be associated with each other in

said point storage device.

19.   (Currently amended) A register terminal being connected via a communication

network with a included in a game system where a plurality of game machines are

included, each of the game machines capable of communicating with the server and playing different kinds of games from each other,

one of each of said game machines each or said server comprises a converting device for converting play-information indicating the contents of a user' s playing in each game on each of said game machines into points in accordance with the contents of the play-information, the points having a trading value unified through the games, and

the server has a point storage device for storing so as to be associated with each other, each individual identification-information to identify a user for each game, common identification-information to link the individual identification-informations corresponding to a same user, and the points given to the user, and a storage control device for, when the server receives a common identification-information issuing request including the common identification-information and the individual identification-informations to be linked, storing in the point storage device, the received common identification-information and the received individual identification-informations so as to be associated with each other,

the server further includes an updating device for updating the points in the point storage device by adding the points converted by converting device;

said register terminal comprising:

a readout device for reading out the individual identification-information from an information storage medium storing anyone of the individual identification-informations;

an input device for inputting the common identification-information; and

a sending device for sending the common identification-information input by said input device and the read out individual identification-information to said server.

20.   (Currently amended) A method for a game system including a plurality of different games and a user, comprising:

converting play-information indicating the contents of the user playing one of the plurality of games into points;

awarding points to the user for playing at least one of the plurality of games;

converting said points;

storing said converted points with corresponding identification-information used to identify the user;

setting a trading value for said converted points which is unified throughout the plurality of different games; and

trading said converted points for anyone of a plurality of unique datas, each of said unique datas is used uniquely in anyone of the plurality of games.

21.   (Previously presented) The system of claim 1, wherein the converting device converts the play-information indicating the contents of the user's playing in each game into common points in accordance both with the contents of the play-information and a conversion rule for the game, the common points thereby having a unified trading value that enable the trading for any one of the plurality of unique datas used uniquely in any one of the games.

22.   (Previously presented) The server of claim 11, wherein the converting device converts the play-information indicating the contents of the user's playing in each game into common points in accordance both with the contents of the play-information and a conversion rule for the game, the common points thereby having a unified trading value that enable the trading for any one of the plurality of unique datas used uniquely in any one of the games.

23.   (Previously presented) The register terminal of claim 19, further comprising:
a display configured for displaying an authentication response from the server and an indication of a total number of common points currently available to the user,
wherein the common points are provided by the converting device, which converts the play-information indicating the contents of the user's playing in each game into common points in accordance both with the contents of the play-information and a conversion rule

for the game, the common points thereby having a unified trading value that enable the trading for any one of the plurality of unique datas used uniquely in any one of the games.

24.   (Previously presented) The method of claim 20, wherein the converting step converts play-information indicating the contents of the user's playing in the one game into common points in accordance both with the contents of the play-information and a conversion rule for the game, the common points thereby having a unified trading value that enable the step of trading for any one of the plurality of unique datas used uniquely in any one of the games.